**#include<stdio.h>**

int main()

{

printf("%x\n", -1>>1);

return 0;

}

**Answer:** Option **A**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  |  | | --- | --- | | A. | ffff | | B. | 0fff | | C. | 0000 | | D. | fff0 | |

**#include<stdio.h>**

**#include<stdlib.h>**

**#define MAXROW 3**

**#define MAXCOL 4**

int main()

{

int \*\*p, i, j;

p = (int \*\*) malloc(MAXROW \* sizeof(int\*));

return 0;

}

**Answer:** Option **D**

|  |  |
| --- | --- |
| A. | memfree(int p); |
| B. | dealloc(p); |
| C. | malloc(p, 0); |
| D. | free(p) |

**#include<stdio.h>**

typedef struct error {int warning, err, exception;} ERROR;

int main()

{

ERROR e;

e.err=1;

printf("%d\n", e.err);

return 0;

}

**Answer:** Option **B**

|  |  |
| --- | --- |
| A. | 0 |
| B. | 1 |
| C. | 2 |
| D. | Error |

|  |  |
| --- | --- |
|  | How will you free the memory allocated by the following program?  **#include<stdio.h>**  **#include<stdlib.h>**  **#define MAXROW 3**  **#define MAXCOL 4**  int main()  {  int \*\*p, i, j;  p = (int \*\*) malloc(MAXROW \* sizeof(int\*));  return 0;  } |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | memfree(int p); | | [**B.**](javascript:%20void%200;) | dealloc(p); | | [**C.**](javascript:%20void%200;) | malloc(p, 0); | | [**D.**](javascript:%20void%200;) | free(p); | |

**Q. – Write the output:**

**int i = a;**

**switch (i);**

**{**

**Case ‘0’ : printf (“Zeroes\n”); break;**

**default : printf(“No match\n”);**

**case ‘1’ : printf(“One\n”);**

**}**

**Q. – write the output :**

**int i = 0;**

**a = ( a = i++ = a++ = a++);**

**printf(“%d\n”, a);**